NES-SU-C

SPELUNKER™

INSTRUCTION MANUAL

Action Series

Broderbund®

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ENTERTAINMENT SYSTEM™

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Spelunker by Tim Martin and MicroGraphicImage.
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Programmed by IREM Corp.

Thank you for selecting the Nintendo Entertainment System Spelunker™ Game Pak.

PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model T.V.'s have rounded screens and may block out a portion of the image.

OBJECT OF THE GAME/ GAME DESCRIPTION

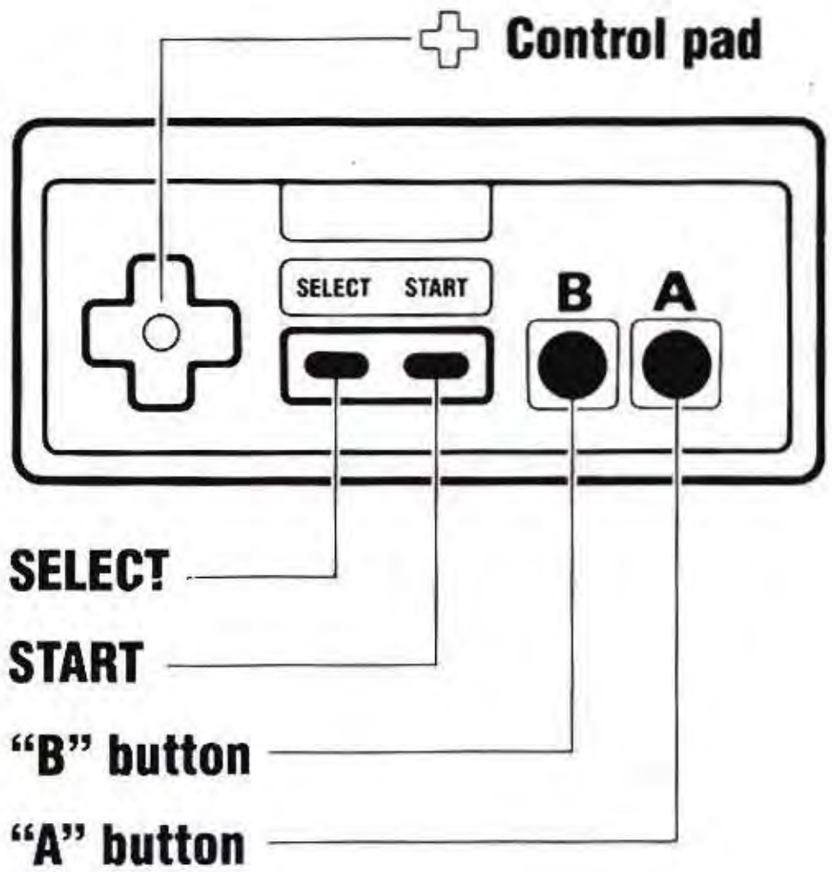
Priceless treasures await you in a chamber deep within the earth. Between you and the treasure are traps and barriers, restless ghosts of spelunkers who lost their way, and countless other dangers. Your mission is to explore the caves and find the keys that will unlock the doors leading to the next passages. There is a tale of a legendary pyramid, in the deepest part of the cave, filled with riches beyond your wildest dreams.

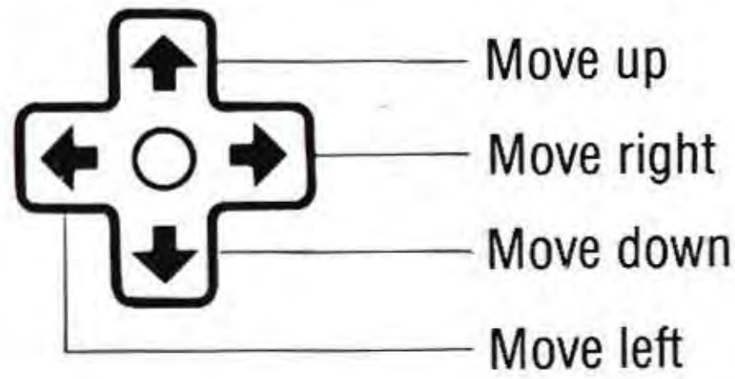
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

CONTROLLING THE SPELUNKER

Controller 1

* Controller 2 is not used.





Player: Moves up, down, left and right.
Elevator: Moves up and down.
Mine car and boat: Moves left and right.

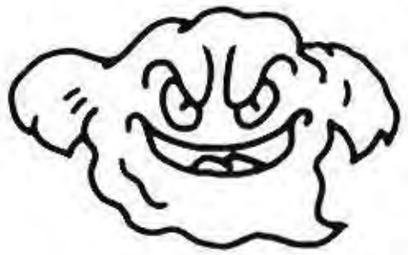
START button

Pressing the START button at the title screen will begin the game.

To Pause—If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

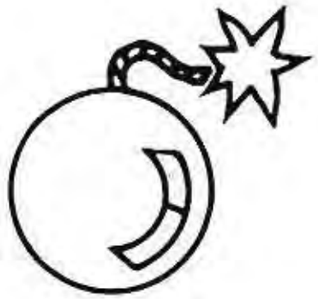
"A" button (jump)
Use this button when jumping over small rocks or to jump on or off a rope or ladder.

"B" button (fire)
The Ghost
Use the "B" button to fire your Phantom Blaster (you can only fire when standing on solid ground).



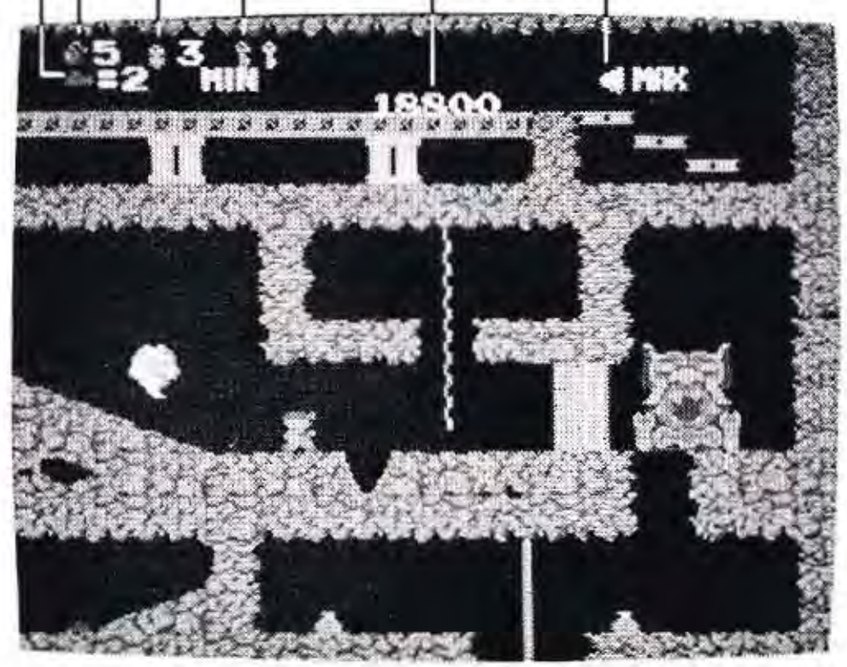
The Bat
Pressing up on the control pad and the "B" button simultaneously will fire a flare which will temporarily scare the bat. Flares are available throughout the caverns.

Dynamite
Pressing down on the control pad and the "B" button simultaneously will drop and light a stick of dynamite. Put the dynamite right next to any large rocks blocking your path, but be sure to be far away when it blows!



HOW TO PLAY

Control the player by using the control pad to move (up, down, left, right) and the "A" button to jump. When the player gets into the elevator use the control pad to move him up and down. While in the boat or the mine car, he can move left and right. If the player falls off a cliff, rope or ladder, into a pit, or loses all his energy, he loses one life. In order to jump to or from a rope or ladder, use the control pad and button "A" simultaneously.



HELPFUL TIPS

NEVER FALL!!!
Falling off of a cliff or into a pit will cause you to lose a life so use ropes, ladders or jump whenever you need it.

ALWAYS CHECK YOUR ENERGY LEVEL!!!
When you lose all your energy, you will lose a life. So always check your energy level.

HIDDEN TREASURES!!!
Valuable treasures can be found scattered throughout the mines—but they're not always visible. Explore the caverns thoroughly to find them.

CHARACTERS

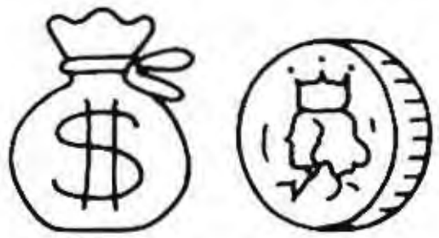
Player

Ghost

Bat

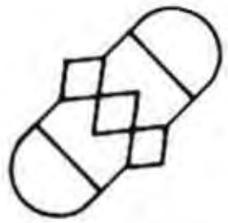
TREASURES AND WEAPONS

Sack of money and coins



Energy—recharges your batteries.

Flare—temporarily blinds the bat.



Dynamite, breaks down big rocks.

Something nice to have, a miracle.

Diamonds-?

SEARCH for the 2 keys.

Red key—
opens red door

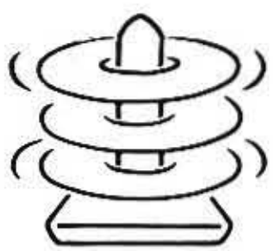
Blue key—
opens blue door

SCORE

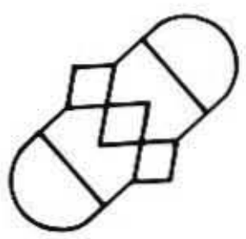
Ghost—2000 pts.

Bat—1000 pts.

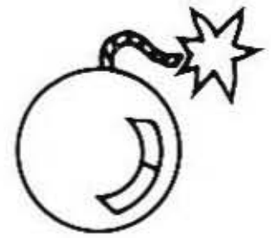
Energy—100 pts.



Flare—300 pts.



Dynamite—500 pts.



Sack of money—
500 pts.

Coins—1000 pts.

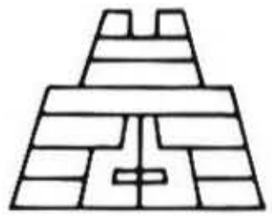
Red key—2000 pts.

Blue key—1000 pts.

Miracle—
100 to 1000 pts.

Checkpoint—10,000 points plus a bonus for energy left

Last checkpoint—50,000 points plus a bonus for energy left plus the value of the weapons collected.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for addtional suggestions. The user may find the following booklet prepared by the Federal Communications Commision helpful:
How to Identify and Reslove Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

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